

GAME BOY ADVANCE

INSTRUCTION MANUAL

OFFICIAL LICENSED PRODUCT

AGB-AMLE-USA

m&m's BLAST!



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- ¥ Take a 10 to 15 minute break every hour, even if you don't think you need it.
- ¥ If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- ¥ If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- ¥ Do not mix used and new batteries (replace all batteries at the same time).
- ¥ Do not mix alkaline and carbon zinc batteries.
- ¥ Do not mix different brands of batteries.
- ¥ Do not use nickel cadmium batteries.
- ¥ Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- ¥ Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- ¥ Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- ¥ Do not recharge the batteries.
- ¥ Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- ¥ Do not dispose of batteries in a fire.



EVERYONE
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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Thank you for purchasing M&M's® BLAST!™ for the Nintendo® Game Boy® Advance System.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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INTRODUCTION

M&M's® BLAST!™ reunites gamers with the most famous candy-coated chocolates in the world... Red, Yellow, Green, and Blue, in a brand new adventure! Roll dice and move along one of four board-game style environments while collecting as many M&M's® MINIs® as you can! Travel deep within a delicious confection paradise, journey through a tropical rainforest, take in the sights and sounds of an amusement park, or wander through the echoing hallways of an eerie haunted house. Play against the computer, or link up to four players and compete head-to-head for every M&M's® MINIs®!

M&M's® BLAST!™ – delicious fun for the whole family!

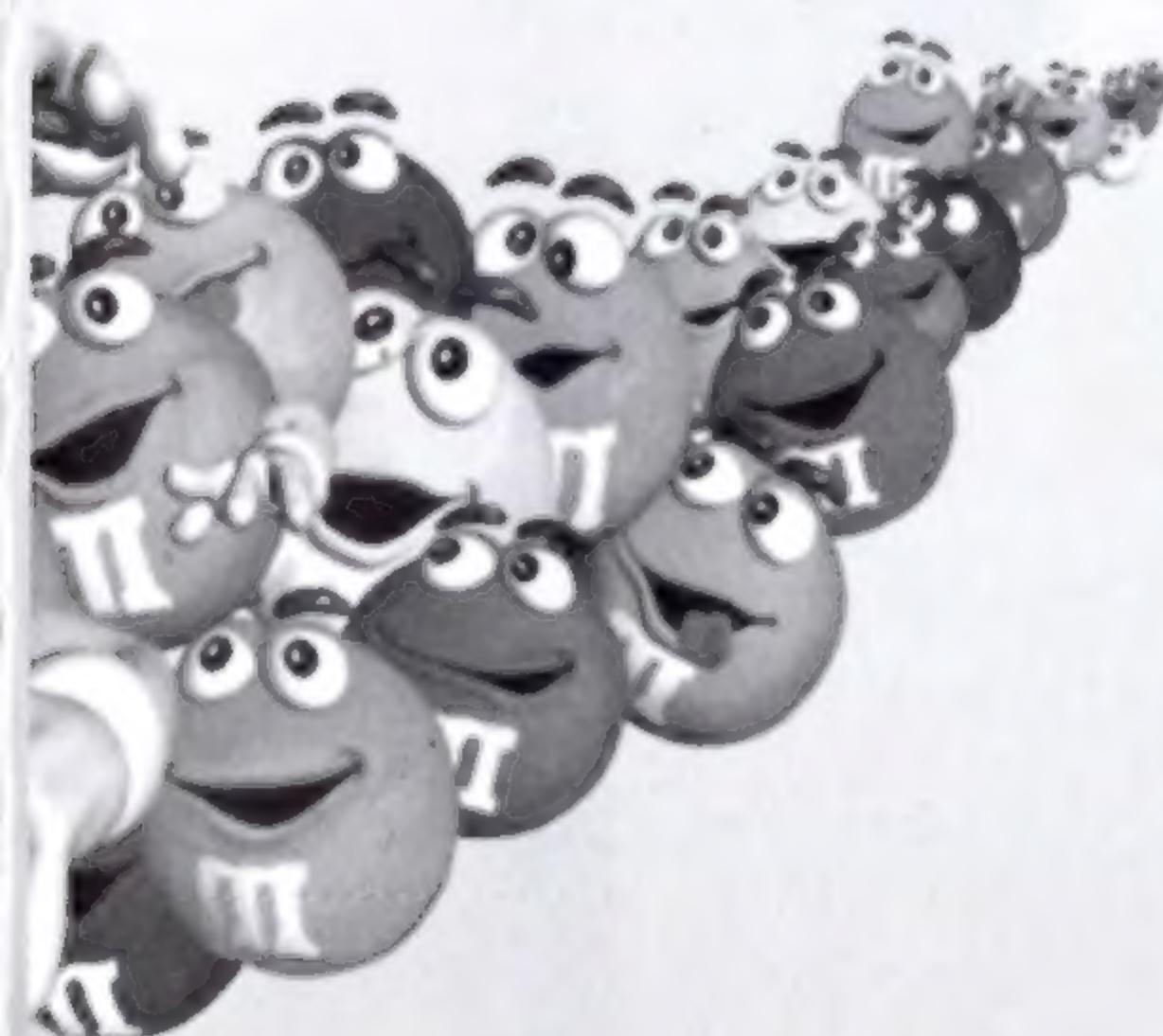


GETTING STARTED

To get started with M&M's® BLAST!™ please begin with the following:

1. Turn off your Game Boy® Advance System then insert the M&M's® BLAST!™ Game Pak into the Game Boy® Advance System.
2. Turn on the Game Boy® Advance System. The *M&M's® BLAST!™ Legal Screen* should appear.
3. In a few moments, the *Name Entry Screen* will appear.

Note: If nothing appears on the screen, turn the power switch to OFF. Check to make sure the Game Pak is inserted correctly. Then try again. Always set the power switch to OFF before inserting or removing the Game Pak.



LINKING UP

M&M's® BLAST!™ can be played with one to four players.

Necessary Equipment

- Game Boy® Advance Systems: One Game Boy® Advance System per player.
- M&M's® BLAST!™ Game Paks: One M&M's® BLAST!™ Game Pak per player.
- Game Boy® Advance Game Link® Cables:
 - Two Players - one Game Link® Cable
 - Three Players - two Game Link® Cables
 - Four Players - three Game Link® Cables

LINKING INSTRUCTIONS

1. Each player should turn off their Game Boy® Advance System, then insert the M&M's® BLAST!™ Game Pak into their Game Boy® Advance System.
2. Connect the Game Boy® Advance Game Link® Cable into the External Extension Connector (EXT) port of each Game Boy® Advance System.
3. Turn on each Game Boy® Advance System. In a few moments, *Name Entry Screen* will appear.

Note: In Multi Player Mode, all menu selections can only be made by the master unit. The "master unit" refers to the Game Boy® Advance System to which you have connected the purple end of the Game Link® Cable.

CONTROLS

The following details the basic controller functions for playing the Game Boards. Detailed controls for each of the Mini-Games are displayed on the *Mini-Game Instruction Screen*. (Please refer to the "PLAYING MINI-GAMES" section of this manual.)

Control Pad Right

Moves the Character towards the right.

Control Pad Up

Moves the Character up.

Control Pad Left

Moves the Character towards the left.

Control Pad Down

Moves the Character down.



START

Pauses the game.

Select

Displays each player's score.

A Button

Rolls the dice.

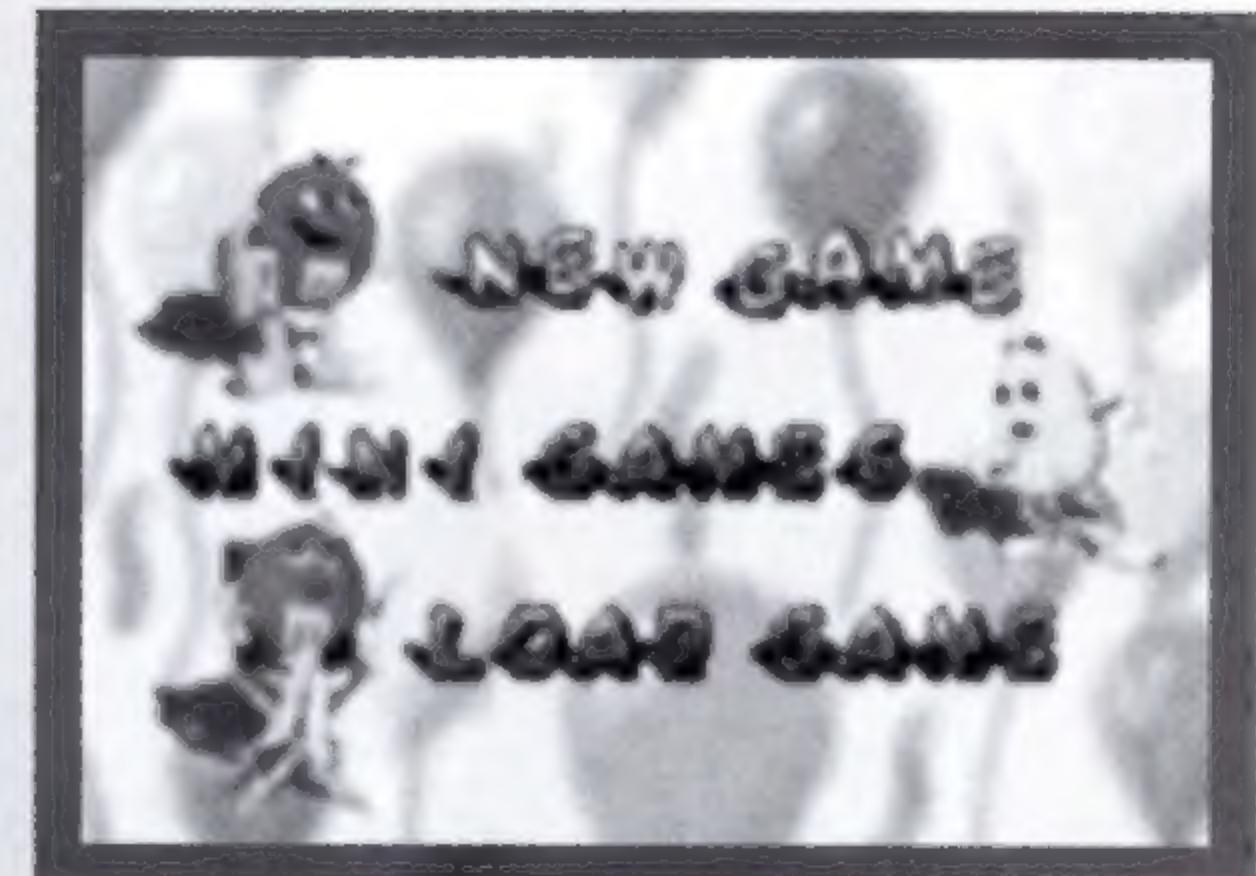
B Button

Returns to the previous menu.



MAIN OPTIONS

On the *Main Options Screen* you can choose to start a new game, play one of the Mini-Games, or load a previously saved game. Press the **Control Pad UP** or **DOWN** until the desired option animates, then press the **A Button** to confirm your selection.



New Game

Choose this option to start a new board game.

This option will display the *Load / Save Screen* and allow you to choose a memory slot into which your game information will be saved. (Please refer to the "Loading and Saving Games" section of this manual.)

Main Options Screen

Mini-Games

Choose this option to play an individual Mini-Game. (Please refer to the "Playing Mini-Games" section of this manual.)

Load Game

Choose this option to load a previously saved game. This option will display the *Load / Save Screen* and allow you to choose a memory slot from which to load your game. (Please refer to the "Loading and Saving Games" section of this manual.)

LOADING AND SAVING GAMES

M&M's® BLAST!™ allows you to save up to three games at one time. You may access these games on the *Load / Save Screen*. On this screen, the available Memory Slots are displayed on the left side, with information pertaining to each displayed on the right side of the screen. You may access each Memory Slot by pressing the **Control Pad UP** or **DOWN** to highlight it. With the desired Memory Slot highlighted, you may press the **A Button** to execute the current option displayed at the bottom of the screen.

Memory Slots

Each game is saved in a Memory Slot. You may select which of the three Memory Slots will save your game, or from which Memory Slot you will load a previously saved game. You may also delete a previously saved game from any Memory Slot.

Guest

When selecting this option, you may play the game without taking up a Memory Slot. However, no information about the game will be saved for replay at a later time.

Load

This option allows you to load a previously saved game from one of the three Memory Slots.

LOADING AND SAVING GAMES (CONT.)

Delete

This option allows you to delete a previously saved game from one of the three Memory Slots.

Loading a Game

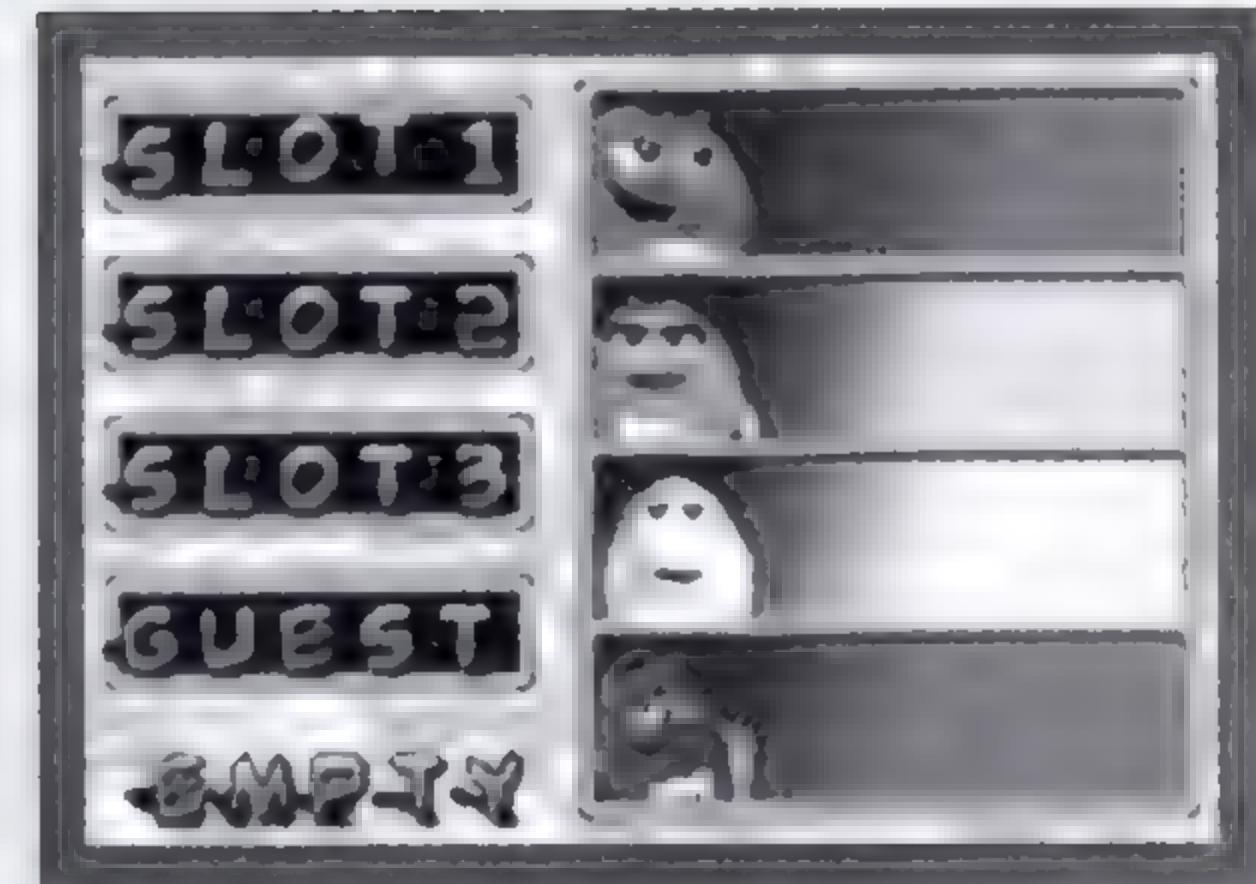
Simply highlight the desired Memory Slot with the Control Pad and press the A Button.

Note: Since all game information is automatically saved each time a Mini-Game is started, the status of any saved game will reflect player positions and scores as of the start of the last played Mini-Game.

Saving a Game

When starting a new game, the game information pertaining to your new game will automatically be saved into any available Memory Slot. All game information will be automatically saved throughout the game each time a Mini-Game is started.

Warning: If you are playing with low batteries, your game information may not be saved properly. If the Power Indicator LED on your Game Boy, Advance System illuminates red, please replace the batteries to insure your game information will be saved properly.



Load/Save Screen
Load/Save Screen

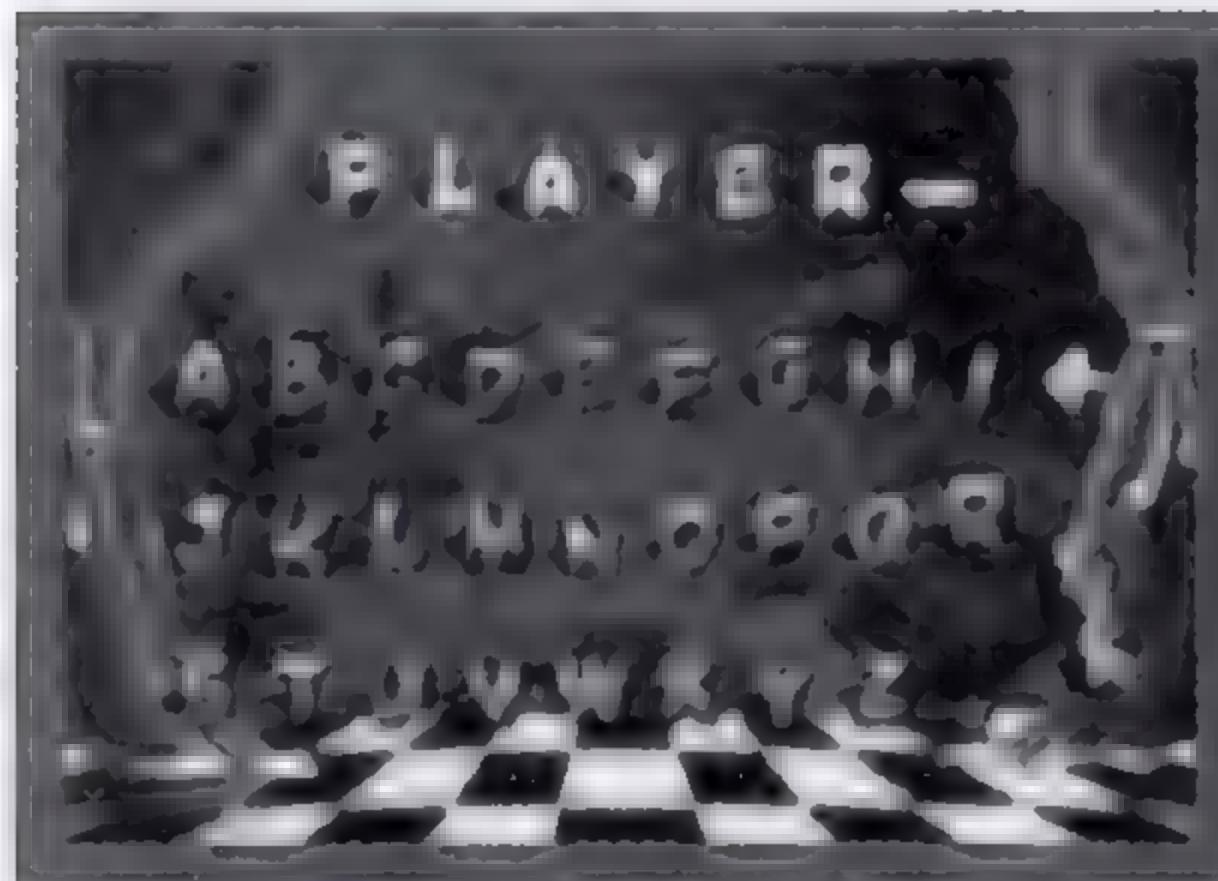
Deleting a Game

When starting a new game, if there are no Memory Slots available for saving, you will be prompted to delete the contents of one of them. If you choose to play without saving the game, simply highlight the "Guest Slot" and press the **A Button**. If you wish to empty a Memory Slot, simply highlight the desired Memory Slot and press the **A Button**. When prompted again, press the **Control Pad LEFT** or **RIGHT** to confirm or cancel your selection, then press the **A Button**. The new game will automatically be saved into the emptied Memory Slot.

SETTING UP THE GAME

Entering your Name

After deciding what type of game to play, you must first enter your name on the *Name Entry Screen*.



Name Entry Screen

- Use the **Control Pad** to move the onscreen cursor to the desired character.
- Press the **A Button** to enter the chosen character onto the Name Entry Line.
- Select the left facing arrow to remove the previously entered character from the Name Entry Line.
- Press **START** to enter the desired name.

SETTING UP THE GAME (CONT.)

Signing In

Once your name has been entered, the Sign-In Window will scroll down from the top of the screen. Here, the name of each player will be displayed. If less than four players are participating, you may now select from one to three computer opponents. To select these, simply press the **Control Pad LEFT** or **RIGHT** to change the number at the bottom of the screen, and press the **A Button**. The number of available computer opponents will vary based upon the number of actual players participating. When all the players are ready, the player with the master unit must press **START** to proceed. (Please refer to the “LINKING UP” section of this manual.)



Sign-in Screen

Choosing Turns

Once all players are signed in, the order in which each player moves is decided on the *Player Selection Screen*. First, each player must independently roll the dice by pressing the **A Button**. The player with the highest roll will be first, and will be the first to select their M&M's® Character, as well as the first to move on the Game Board. The player with the second highest roll will be second, and so on.

SELECTING YOUR CHARACTER

After the order of players is determined, the *Character Selection Screen* will appear. On this screen you can choose which M&M's® Character to play. The player who has rolled the highest number will choose first. Press the **Control Pad LEFT** or **RIGHT** to display the available Characters, then press the **A Button** to confirm your selection. The Character you have chosen will now appear in the bottom Status Area next to your current roll value.



Character Selection Screen

Note: In a four-player game, the last person choosing is automatically given the remaining Character.



GAME OPTIONS

On the *Game Options Screen* you can choose to play in Tournament Mode, or play any of the four Game Boards individually. Press the **Control Pad UP** or **DOWN** until the desired option animates, then press the **A Button** to confirm your selection.

Play a Board

Choose this option to play an individual Game Board. (Please refer to "THE GAME BOARDS" section of this manual for a description of each Game Board.)



Game Options Screen

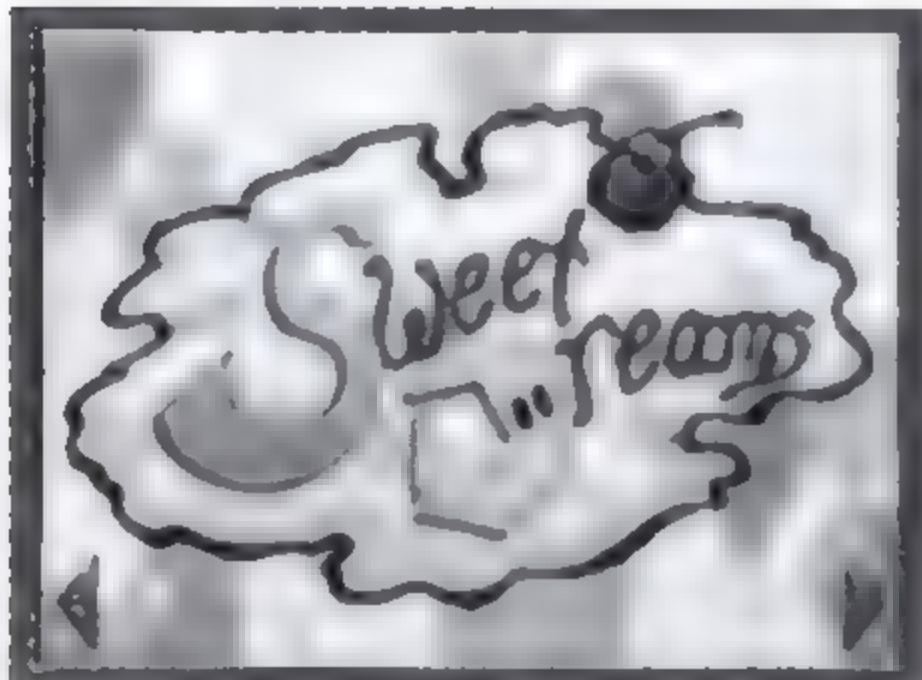
Tournament Mode

Choose this option to play a tournament across all four Game Boards. You will start in Sweet Dreams, enter the Amazing Rainforest, visit the Amusement Park, then finish at the Haunted House.



THE GAME BOARDS

In M&M's® BLAST™, you can journey through four unique Game Boards:



Sweet Dreams

In the mountains of Sweet Dreams, journey through a landscape rich with dazzling sweet delights of all kinds! Here, test your skills at crossing a river on floating candy.



Amazing Rainforest

Deep in the Amazing Rainforest, go in search of treasure and adventure as you avoid dart-firing statues and rolling coconuts. Find the entrance to the lost temple and confront the mysteries within!



Amusement Park

On the Amusement Park Board, visit the land of the dinosaurs, a beachside adventure, an ice world, and travel beyond the limits of space and time in the world of tomorrow.

THE GAME BOARDS (CONT.)



Haunted House

Make your way through a spooky graveyard, then wander from the echoing hallways to the creepy cellar of a haunted house.

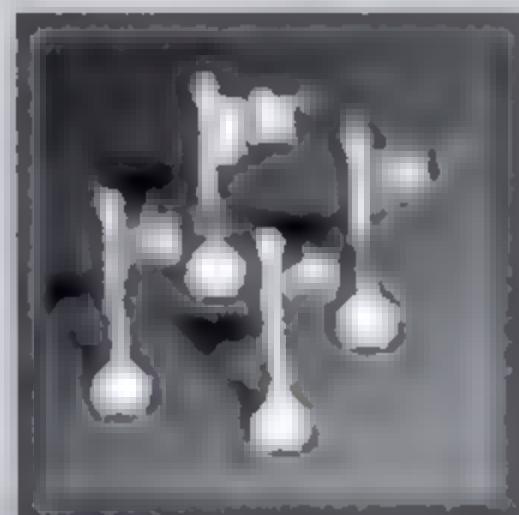
ABOUT THE GAME BOARDS

Although each Game Board has its own unique layout, the key elements of all the Game Boards are the same.



THE DICE

On your turn, roll the Dice to determine how far your Character will move.



CHARACTER POSITION FLAGS

When not moving, Character Position Flags mark the current location of the Characters on the Game Board.

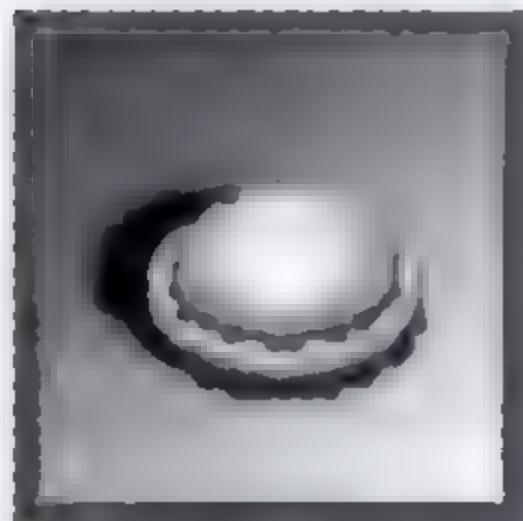
SPACES

On each Game Board are a variety of spaces that can affect your Character in a number of ways.



Orange Space

Orange Spaces are neutral and do not affect your Character in any way.



Green Space

Landing on Green Spaces rewards you with a random number of M&M's® MINIs®.



Red Space

Landing on Red Spaces causes you to lose a random number of M&M's® MINIs®.

ABOUT THE GAME BOARDS (CONT.)



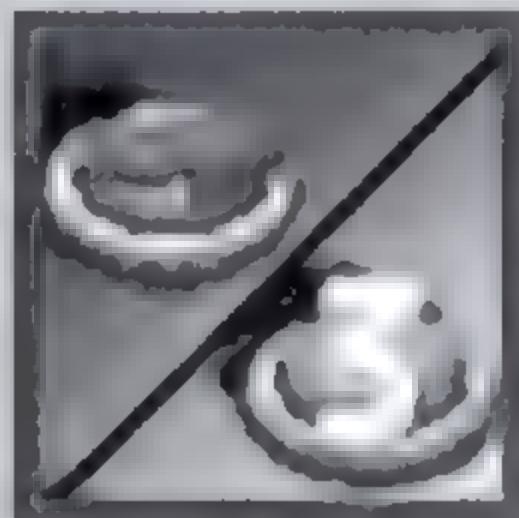
Yellow Space

Yellow Space gives you the chance to change places with any other player.



Blue Space

Blue Spaces mark the beginning of Board Challenges. (Please refer to the "PLAYING BOARD CHALLENGES" section of this manual.)



Arrow Space

Arrow Spaces move you either forward or backward 2-5 spaces. The animating arrow and number appearing on the dot indicates the direction and number of spaces you must move.



Warp Space

Warp Spaces instantly move you to another space on the Game Board.



Compass Space

Compass Spaces are always encountered at a fork in the path and allow you to choose one of two directions. When landing on this space, an arrow appears indicating your two choices. Press the **A Button** when the arrow is pointing towards your desired path.



Mystery Space

Mystery Spaces offer you a variety of options. When the Mystery Menu Window appears, press the **A Button** to stop the moving flag. The option on which it lands determined the outcome of your turn.



Checkpoint Space

You must return to the last Checkpoint Space you passed when directed to by a Mystery Space.



SELECTING A GAME BOARD

On the *Board Selection Screen* you can choose to play on one of the four Game Boards. Press the **Control Pad LEFT** or **RIGHT** until the desired Board Title Card appears, then press the **A Button** to confirm your selection.



Board Selection Screen

PLAYING THE GAME

Goal

The goal of M&M's® BLAST!™ is to collect as many M&M's® MINIs® as possible. When any player reaches the end of the Game Board, the game is over. If playing in Tournament Mode, any player that reaches the basement of the Haunted House ends the game. When the game is over, the player with the most M&M's® MINIs®, wins.

Movement on the Board

When it is your turn, simply press the **A Button** to roll the dice. Your character automatically begins to move the number of spaces indicated on the roll. The space on which your Character lands at the end of your roll determines the outcome of your turn. When landing on certain spaces, your input will be required before continuing. (Please refer to the "ABOUT THE GAME BOARDS" section of this manual.)

Playing Mini-Games

M&M's® BLAST!™ is played in Game Rounds. After four Game Rounds are complete, a randomly chosen Mini-Game will be played allowing each player to collect even more M&M's® MINIs®.

Each Game Round is played as follows:

- The 1st player rolls the dice to determine how far their Character moves. The Character automatically moves the number of spaces shown on the dice.
- According to which space the Character lands on, an event may take place.
- These steps are repeated for each of the other players.

After four Game Rounds, a Mini-Game will be played. This order will continue until the game is over.

SELECTING A GAME BOARD (CONT.)

Checking your Score

At any time during your turn, you may press **Select** to view each player's current score.

MINIs® Surprise

While playing, a variety of airborne objects may fly over your path. While one of these is on the screen, the amount of M&M's® MINIs® you are currently being awarded, or losing, will be doubled.



PLAYING BOARD CHALLENGES

On each Game Board there are a number of Board Challenges which give you a chance to collect even more M&M's® MINIs® while avoiding a variety of obstacles. If you are successful in completing a Challenge within the time required, you will be able to move past the Challenge and all the M&M's® MINIs® collected will be added to your total number of M&M's® MINIs®. If you fail to complete a Challenge within the required time limit, you will lose any remaining moves on your current roll and be positioned back at the start of the same Challenge on your next turn.



Board Challenge Screen



PLAYING MINI-GAMES

M&M's® BLAST!™ has 17 Mini-Games that can be played independently from the Game Boards. To access any of these games, simply select the "Mini-Games" option from the *Main Options Screen*.

Note: Not every Mini-Game can be accessed in all player configurations. The list of available Mini-Games may change depending upon the number of players participating.

Candy Catch

Catch as many falling M&M's® MINIs® as you can!

Miniature Golf

Try out your putting skills for M&M's® MINIs®!

Candy Rally

A free-for-all race to collect as many M&M's® MINIs® as you can before time runs out!

Hoop Shoot

Sink as many baskets as possible within the time limit!

Hurtles Race

Be the fastest to the finish line to win!

Balloon Blowup

Inflate as many balloons as you can within the time limit!

Skydiving

Collect as many M&M's® MINIs® as possible while free-falling through the air!

Candy Count

To win, guess the correct number of bouncing candies before time runs out!

Target Shoot

Be the first to cross the finish line by hitting a moving target!



PLAYING MINI-GAMES (CONT.)

Candy Match

Match all the candies as fast as you can to win!

Candy Bounce

Protect your candy pile from the bouncing ball!

Wall Racer

Be the first to surround your opponent with a wall of M&M's® MINIs®!

Dodge Ball

Avoid all the flying balls!

Skeet Shoot

Color as many flying discs as you can!

Drag Race

Be the first to race across the finish line without blowing your engine!



Space Chase

An outer-space free-for-all to collect all the M&M's® MINIs® you can.

Furnace Encounter

Make it past the haunted furnace to complete the game! This Mini-Game is only accessible when playing Tournament Mode.

SETTING UP A MINI-GAME

When playing a Mini-Game, you will need to go through the same game set up procedure as when choosing to play the Game Boards. (Please refer to the "SETTING UP THE GAME" section of this manual.)

MINI-GAME MENU SCREEN

After setting up to play a Mini-Game, the *Mini-Game Menu Screen* will appear.

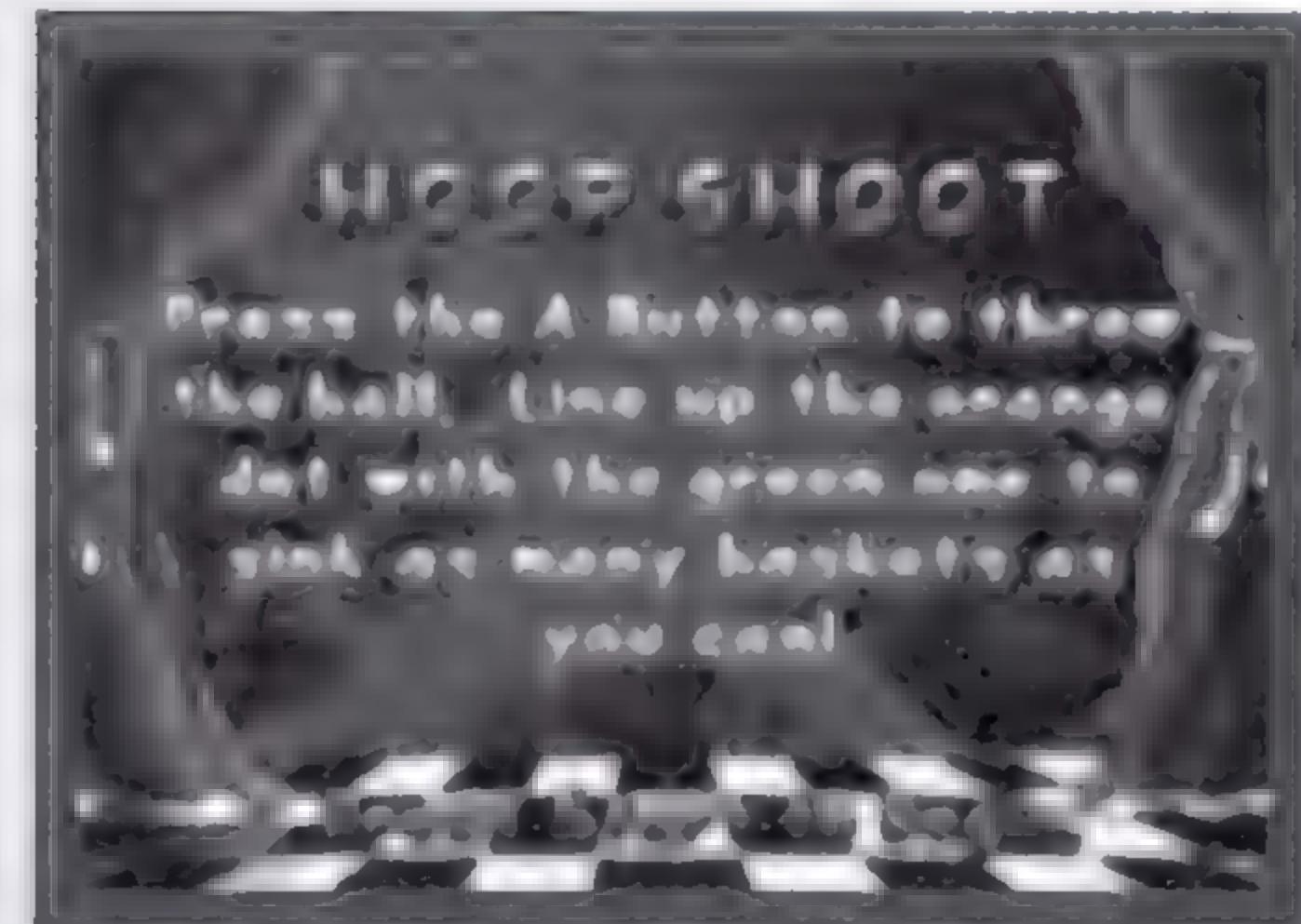
Press **UP** or **DOWN** on the **Control Pad** to animate the name of the Mini-Game you wish to play, then press the **A Button** to confirm your choice.



Mini-Game Menu Screen

MINI-GAME INSTRUCTION SCREEN

Before a Mini-Game is played, the *Mini-Game Instruction Screen* will be displayed. This screen describes the goal of the selected Mini-Game, as well as outlines its basic controls. When you are ready to begin playing, press **START**.



Mini-Game Instruction Screen

MINI-GAME SUMMARY SCREEN

When each Mini-Game is over, the *Mini-Game Summary Screen* will display each player's results. The number of M&M's® MINIs® accumulated during the Mini-Game will automatically be added to each player's current score. After reviewing this information, press **START** to exit the screen.



Mini-Game Summary Screen



1-900-773-TECH

1-900-773-8324

(\$1.25 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

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3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

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This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

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NOTES:

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CHECK OUT THESE COOL GAMES!

Brought to you by Majesco



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